ABSTRACT

A learning system based on the use of games such as crossword puzzles to increase skills in learning languages Clue lists and word lists are used to generate game matrices. Word lists are words or phrases in one language, clues may be words in another language, signs for learning sign language, and pictorial scenes such as an airport, hotel, for example. Word lists are inserted in a computer and a game matrix is generated using stored game generation software. The game may be displayed on the computer screen where a clue list and a matrix are displayed for the use of one or more persons to play. Multiple copies may be printed on all types of printed media, single sheets, pamphlets, magazines, newspapers and books. Networked computers enable several players to compete at one time. Principal relationship between the clues and word lists is the basis for a progressive learning process where the material for each successive game is designed to become increasing comprehensive. The games differ from ordinary crossword puzzles. They retain the attributes of challenge and pleasure found in ordinary games, but the clues and word lists are not random words purposed only to filling in the puzzle. They are designed to provide and enhance the learning process.